Manual for the ARCADE Joystick SHADOWBLADE

INTRODUCTION

Thank you for purchasing the ARCADE joystick SHADOWBLADE, the unique ARCADE joystick for the Sony PlayStation2 game console.
The ARCADE joystick SHADOWBLADE offers you extended autofire and programming functions.
The device has a solid aluminum housing which, due to its stability and robustness, it provides an excellent basis for greater gaming enjoyment.
Your package with the ARCADE joystick SHADOWBLADE for PlayStation2 should include the unit and these operating instructions. If you find that anything is missing, please contact your dealer.

DESCRIPTION OF THE PRODUCT

1. a solid aluminium casing provides a stable and sturdy foundation for greater gaming enjoyment.
2. eight large fire buttons(?,? , ? , X, R1, R2, L1 & L2).
3. two operating modes (one digital and one analogue) with LED display.
4. function relocation of the buttons, full programmability of the buttons and programming function for the pressure sensitivity of the buttons.
5. easy programming with visual and audible indicators that allow fast and accurate programming of the buttons.
6. dynamic memory management, which makes it possible to assign a maximum of 14 steps to a button.
7. the programming of the buttons is retained even if the ARCADE SHADOWBLADE joystick is disconnected from the game console.
8. the reset function allows the user to return to the default setting simply by pressing a key combination.
9. an autofire function (controlled by the autofire switch).
10. metal body and rubber feet provide high stability for better control while playing.

MODE SELECTION

The ARCADE joystick SHADOWBLADE for the Sony PlayStation2 has two modes of operation: a digital mode and an analogue mode.
The MODE button is used as a mode selector switch.
When switched on, the ARCADE joystick SHADOWBLADE operates in digital mode. To switch the operating mode, proceed as follows:
1. press the mode button (mode selector switch) once to switch the operating mode to analogue operation. The LED indicator (in the translucent mode button) lights up red and indicates analogue mode.
2. Pressing the Mode button again will return the unit to digital mode and the Mode LED will turn off.

PROGRAMMING THE PRESSURE SENSITIVITY

This function is only available in analogue mode.
The function for programming the pressure sensitivity of the keys allows the actuating force to be set to a predefined minimum value, irrespective of how hard the keys are pressed.
Three preset values are available for selection: NONE, MEDIUM and HIGH.

If the preset value NONE is selected, the actual button pressure applied is used. The key pressure can assume a force from 0 to the maximum force, depending on how hard the key is pressed.
If the default value AVERAGE is selected, the values start at an average value (half of the maximum value) and gradually increase up to the maximum force.
If the selected level is HIGH, the maximum value is always transmitted, regardless of how lightly the button is pressed.

Programming is done as follows:
1. press the PROGRAM button until two beeps sound and programming is switched on.
The PROGRAMME LED starts flashing and the MODE indicator changes from RED to OFF.
2. then press the button to be programmed until a beep sounds. The PROGRAMME LED stops flashing and lights up steadily, indicating that the pressed key has been accepted.
At the same time, the MODE indicator is activated to show the current keypress setting of the selected key.
3. change the current status of the force setting to the desired value by pressing the MODE button. Each time you press the MODE button, the button changes from one setting of the pressure sensitivity setting to the next and the MODE LED changes colour as described below.
4. press the PROGRAM button until two beeps sound to turn off the programming function, when the programming of the pressure force is completed. The PROGRAM LED will turn off and the MODE indicator will remain RED, indicating that you are currently in analogue mode.
5. to program another button, repeat steps 1 to 4.

Notice:
- The push force is assigned to a physical button, not a fire button. In other words, this means that if you change a button's assignment, the pressure sensitivity will not also be relocated. Only the fire function of the button is reassigned.
- The pressure sensitivity of all keys is set to NONE at the factory or during key function reassignment.

PROGRAMMING

The ARCADE joystick for the Sony PlayStation2 has 18 buttons (START, SELECT, MODE, PROGRAM, AUTOFIRE slide switch, AUTOFIRE, 8 fire buttons and directional control lever with 8 directions. They can be divided into two types: programmable and non-programmable buttons.

- Programmable buttons include ?, ?, ?, X, R1, R2, L1 & L2 and the direction control levers.
- Non-programmable buttons include the START, SELECT, MODE, PROGRAM, AUTO-FIRE buttons & AUTO-FIRE slide switch.

NOTE: The AUTO-FIRE button /slide switch is only used to control the auto fire function.

The programming function allows each button to be programmed with one or a sequence of combinations. This function allows special sequences of movements (offered in some games) consisting of a sequence of pressed fire buttons and/or directional control buttons that are placed on a button.

To program a button, simply do the following.
1. press the translucent PROGRAM button once. The PROGRAM LED indicator (inside the PROGRAM button) flashes, indicating that the program function is switched on.
2. press the button you want to program and hold it down until you hear a beep sound. The PROGRAM LED indicator stops flashing and stays lit.

3. press each fire button/all fire buttons to be programmed into the selected button until the combination of buttons has been entered. Each valid button is accepted by a beep and the PROGRAM LED indicator flashes once.
4. press the PROGRAM button again when programming is complete. The PROGRAM LED indicator goes out.
5. To program the next key, repeat steps 1 to 4.

When the newly programmed buttons are pressed, special movement sequences are executed that have just been programmed. Please note that the previously programmed keys will continue to be used as ordinary standard keys for further programming.

PROGRAMMING INSTRUCTIONS

1. you cannot use the ARCADE joystick SHADOWBLADE for playing when a button is programmed.
2. if you program a key combination in which more than one key is pressed at the same time, the ARCADE joystick SHADOWBLADE will only beep. You cannot program another key combination unless you release all the other keys.
3. an incorrect program entry is indicated by three beeps and the PROGRAM LED flashes very quickly. When the memory is full, the ARCADE joystick SHADOWBLADE will not accept any further programming inputs, but the already programmed keys are stored.
4. a key force setting cannot be used for keys in which a combination has been programmed.

PROGRAMMING TECHNIQUES FOR ADVANCED USERS

The successful implementation of special movement sequences depends on the timing.
The success of programming a series of buttons depends on the hold time and/or the time interval between the subsequent steps. In order to master this problem, the ARCADE joystick SHADOWBLADE is equipped with a simple way of setting these two times. To simplify programming and and to save memory, the ARCADE SHADOWBLADE joystick has a repeat function, which makes it possible to repeat the last step entered. Each key pressed represents the number of times an action is to be repeated:

- Press the "START + ? key = the repetition takes place once.
- Press the "START + X key = the repetition takes place twice.
- Press the "START + ?-key = the repetition takes place four times.
- Press the "START + ?-key = the repetition takes place eight times.

For example, if the sequence "START + ? " and "START + ? is entered, an operation is repeated 5 times. times.
To make it easier to explain the programming possibilities for advanced users, two terms are defined for the two times:
the **hold time** - the time during which the key is held down.
the **pause time** - the time during which no key is pressed until the next key is pressed.

PROGRAMMING THE HOLD TIME

In some games, special movements may require a particular fire button to be held down for a certain time. The ARCADE joystick SHADOWBLADE allows you to program this time into a key combination. For example, programming the "X" button with the
key combination: L1 (hold), X, ? , R1 +? would be executed as follows:
1. press the PROGRAM key once. The PROGRAM LED flashes to indicate that the programming function is activated.
2. press the X key until a beep sounds. At the same time, the PROGRAM LED stops flashing and lights up continuously, indicating that the pressed key has been accepted.
3. press the L button until you hear a beep.
4. repeat step (3) three times.
5. press the X button until you hear a beep.
6. press the button until a beep sounds.
7. press the R1 and buttons simultaneously until a beep sounds.
8. press the PROGRAM button again. The PROGRAM LED indicator goes out.

NOTE: The duration of the holding time can be easily adjusted by adding or decreasing the number of Keystrokes on the L1 buttons can be programmed in step (4) above.

PROGRAMMING THE HOLD BUTTON

In some games, special movement sequences may require that key(s) to be held down, while a combination of keys is pressed. The following example programs the R1 key as: ¬, ¬ + L1 + ? .
1. press the PROGRAM key once.
2. the PROGRAM LED indicator flashes, indicating that the programming function is activated.
3. press the R1 key until a beep sounds.
4. at the same time, the PROGRAM LED stops flashing and remains lit, indicating that the button you pressed has been accepted.
5. press the ¬ button until you hear a beep.
6. simultaneously press the ¬ + L1 + ? -buttons until you hear a beep.
7. press the PROGRAM button again. The PROGRAM LED indicator goes out.
Now you can press the R1 key to perform the special movement sequence.

PROGRAMMING THE PAUSE TIME

In normal programming, there is no pause time between successive steps. However, some games require that some time elapse between two subsequent actions during which no fire button is pressed. In order that such special sequences of movements can be implemented, the START button represents a pause time.
The following example shows the programming of the L1 key as: R1 + R2, , ? , X. The current sequence of events when playing is as follows:
* Press R1 + R2.
* Wait a short moment and then press .
* Wait again and press ?.
* Wait a longer time and press X.

The special movement sequence shown above can be realized if you proceed as follows.

1. press the PROGRAM key once. The PROGRAM LED flashes to indicate that the programming function is activated.
2. press the L1 key until a beep sounds. At the same time, the PROGRAM LED stops flashing and lights up continuously, indicating that the pressed key has been accepted.
3. press the R1+R2 keys simultaneously until a beep sounds.
4. press the START button until you hear a beep.
5. press the button until you hear a beep.
6. press the START button until you hear a beep.
7. press the ? -button until you hear a beep.
8. press the START button until you hear a beep.
9. repeat step (8) three times.
10. press the X key until you hear a beep.
11. press the PROGRAM button again. The PROGRAM LED indicator goes out.

To successfully realize such special movements, depends to a large extent on the extent to which the user is familiar with these timings. However, if this programming technique is used, almost any special motion sequence can be successfully programmed.
It should be noted that the START button cannot be programmed as a first step or as the only fire button in a button.

TIP: Entering the "START" button three times in program step (9) is too cumbersome in the program entry and takes up a lot of memory space. This can be solved with the repeat function. Press the "START + ? for a single repetition and "START + X " for a double repetition, whereby the sequence step is repeated a total of three times. The repeat function does not repeat the last input of the "repeat function".

DEFAULT RESET BUTTON

The ARCADE joystick SHADOWBLADE sets itself to its default setting when the buttons L2, R1 and ? buttons are pressed simultaneously when the PlayStation2 is switched on. The ARCADE joystick SHADOWBLADE will beep three times when it is reset to its default configuration. Please note that all programmed information will be lost.

MEMORY CAPACITY FOR PROGRAMMING

Since dynamic memory usage is applied, a total of 14 steps can be programmed.
Note: A "STEP" refers not only to the standard fire buttons, but also to all the programmable functions (including the 8 fire buttons, the directional keypad with 8 directions, the START button).

Please note the following instructions for calculating the memory that is occupied when programming combinations.

1. a single pressed key (e.g. X) or a combination of two pressed keys (e.g. L1+R2) will be counted as ONE STEP in each combination. Example: If our combination is L1+R2, this means ONE STEP and therefore the memory space now available is 13 (14 minus 1 step).

2. if 3 keys are pressed at the same time, for example L1+L2+R2, then in each combination this is counted as TWO STEPS.

Example: If your combination is L1+L2+R2, then this corresponds to TWO STEPS and therefore the now available memory is 12 (14 minus 2 steps).

3. if 4 or more keys are pressed at the same time, for example R1+L1+X+ ? then each combination will be counted as THREE STEPS.

Example: If your combination is R1+L1+X+ ? , then this is equivalent to THREE STEPS and therefore the

now available memory is 11 (14 minus 3 steps).

Two other functions also affect the available memory. These are the PAUSE and the

repeat function.

Repeating an operation

Some special movements require that certain keys are pressed and held in a combination for a longer period of time. This feature can also be realized in its programmed combination and the duration of the keystroke can be set to four different values, by repeating the process once, twice, four or eight times.
The REPEAT of an action must be programmed immediately after the desired key in order to repeat an action in a combination.
For example, if the L1 key is to be repeated, then press the START button together with R2 for a single repetition, R1 for a twofold repetition, L1 for four repetitions or L2 for eight repetitions.

Example: If your combination is ,,? " (eight times REPEAT), you only need to press the ? -button button once and then press the START and L2 buttons at the same time to repeat the process “eight times”. This corresponds to only TWO STEPS, so the available memory is now 12 steps (14 minus 2). In this way you save a lot of memory.
Note: The repeat function is always counted as ONE STEP, no matter how many times (1, 2, 4, 8) it is repeated as a single operation.

AUTOFIRE FUNCTION

1. the autofire function is controlled by an autofire switch (slide switch) located in the centre of the housing and activated by the autofire button located on top of the directional control stick with 8 directions. When the autofire switch is on (ON position), a continuous fire is generated whether the autofire button is pressed or not.
2. when the autofire switch is in the "NEUTRAL" position, the autofire function is controlled by the autofire button on the top of the joystick. When the button is pressed, the autofire is switched on and when it is released, this function is switched off.
3. if the autofire switch is in the OFF position, this function is not available, regardless of whether the autofire button at the top of the joystick is pressed.
4. programmed special motion sequences can also generate continuous fire. In some games, different movements can also be generated instead of this function for special movement sequences that use the autofire function.

ERROR SEARCH

If your ARCADE joystick SHADOWBLADE no longer works and cannot be reprogrammed correctly, check the following:
- Make sure that the ARCADE SHADOWBLADE joystick is firmly connected to the PlayStation2 game console.
- Make sure that the programming is complete.

CAUTIONS

1. do not connect or disconnect the ARCADE SHADOWBLADE joystick from your PlayStation2 when it is switched on. This may cause damage to the unit.
2. do not expose the unit to direct sunlight or store it in high temperatures. This may cause damage to the electronic components. Do not open the case. Maintenance and repair work may only be carried out by qualified personnel.
3. be careful not to spill any liquids on the unit. This can cause damage to the components.